

WORMS
WORLD PARTY

AGB-AWYE-USA

INSTRUCTION BOOKLET

TEAM17
www.team17.com

Ubi Soft
www.ubisoft.com

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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STARTING THE GAME

Make sure the POWER switch is OFF.

Insert the Worms World Party™ Game Pak into the Game Boy® Advance system slot as described in your Nintendo Game Boy Advance system instruction manual.

Turn the POWER switch ON.



QUICK START

Here are some quick start instructions for people who don't like instructions.

For a quick game against the CPU:

1. Select your language with the Control Pad and press the A Button to confirm.
2. On the title screen press START.
3. On the main menu, highlight 'Single Player Game' and press the A Button.
4. On the single player menu, highlight 'Quick Game' and press START.
5. In the game use the Control Pad to move your Worm and aim. Press SELECT to bring up your Weapons Panel and press the A Button to select/fire.
6. Play!





OVERVIEW

Worms World Party is a turn-based strategy game where teams battle across bizarre, randomly selected landscapes.

Each team takes its turn to eliminate the opposing teams, using crazy weapons, tools, utilities, and whatever foul strategies they can conjure.

Worms die when they lose all of their health or plunge into the icy depths. The winning team is the one that manages to survive the mayhem!



TURN-BASED SYSTEM

Players have a time limit in which to make their move before the game automatically switches to the next team.

ROUND TIME

In addition to the time limit for each turn, each battle has an overall round time limit before "Sudden Death" overtime is called.

In Sudden Death (default setting), all Worms have their health reduced to one unit, meaning the slightest hit will make a kill! There are a number of options you can change for "Sudden Death."





THE CONTROLS



MOVING THE VIEW

To scroll around the landscape, hold down the R Button and press the Control Pad in the direction you'd like the screen to scroll. To scroll around the screen at a faster rate, hold down the R Button and the L Button, then press the Control Pad.

CHANGING WORMS

If Select Worm is enabled, press the A Button to select a different member of your Worms Team. You can only change Worms if you haven't already moved one, or selected a weapon.



MOVING WORMS

Move your Worm around by using the Control Pad.

JUMPING

Press the B Button to jump forward.

Press the B Button twice to jump backwards.

Press the B Button, while holding down the L Button to jump upwards.

Press the B Button twice, while holding down the L Button to back-flip.

PAUSE MENU

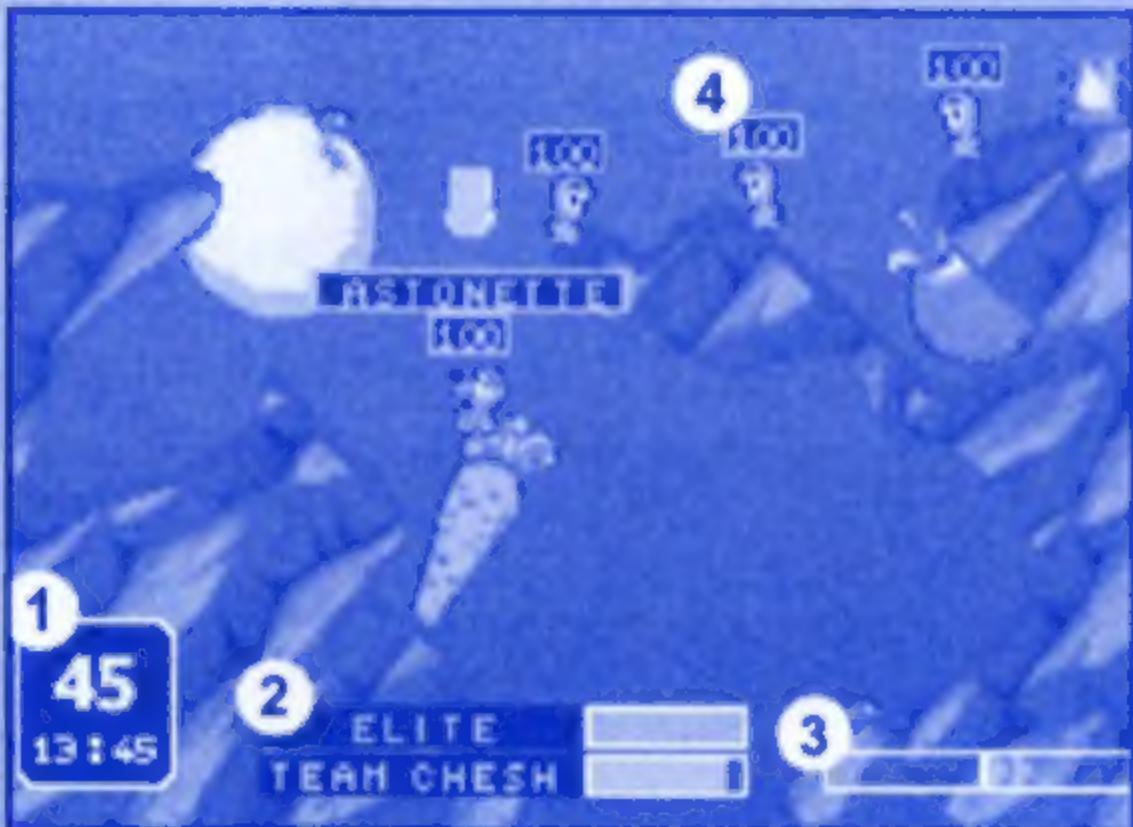
Press START to open the "Pause Menu". Here you can select from: 'Sudden Death', 'Quit' and 'Draw'.

Press START again to resume play.





ON-SCREEN INFORMATION



1. TURN/ROUND TIME INDICATOR

Your Turn Time counts down at the bottom left of the screen. When it reaches zero, play passes to the next team. Total remaining round time can be turned off/on.

2. TEAM STATUS

Each team in the game has an overall health bar shown at the bottom of the screen. When this is fully depleted, that team is removed from the game.

3. WIND BAR

Some weapons, e.g. Bazooka, are affected by the wind. Use the wind strength indicator at the bottom-right of the screen to help gauge your shots.

4. WORM STATUS

Health values appear above each Worm.

5. UTILITIES

Enabled utilities (Double Damage, Crate Spy, etc.) will appear at the bottom of the screen in a small box when they are in use.





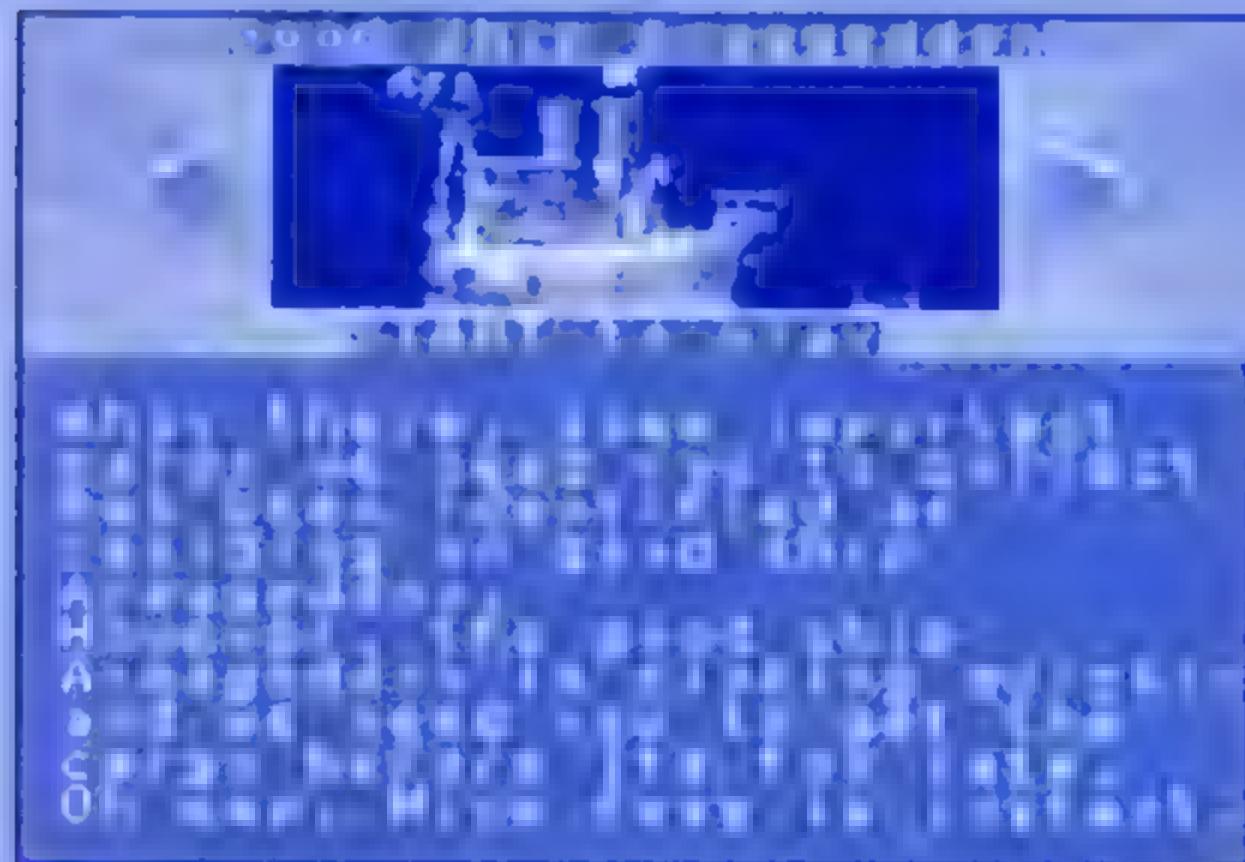
SINGLE-PLAYER MENU

SINGLE-PLAYER QUICKSTART GAME

Play a quick game against a series of computer-controlled Worms with a predefined team, default weapon selections, a randomly selected landscape, and default game options.

DEATHMATCH CHALLENGE

Play games against a number of computer teams with an ever-increasing level of difficulty.



MISSIONS

Missions in Worms World Party range in difficulty from easy to hard. Select the mission you wish to play and follow the on-screen briefing.



MULTIPLAYER MENU

Multiplayer games can be played between 2-4 teams, any of which may be computer controlled at a variety of skill levels.

Simply add some teams and press START to begin the battle.



GAME OPTIONS

See Options.

EDIT TEAM

See Edit Team Menu section.

START HEALTH

This is the starting health of all Worms in the game.

ROUND TIME

This is the period (in minutes) before the round ends and the Sudden Death period begins.



TURN TIME

This is the period (in seconds) you have to make your move on your turn.

ROUNDS

Select the number of rounds to win for the team to win the match.

WORMPOT

WormPot is a fast way to create well over 400 different ways of playing Worms World Party. Each game mode is represented by a graphic.

WormPot (No Mode)

Nothing selected.

Sheep Crates

All crates contain sheep.

Hand Combat X2

Hand to hand weapons do increased damage.

Firearms X2

Firearm weapons do increased damage.

Animals X2

Animal weapons do increased damage.

Clusters X2

Cluster weapons do increased damage.

Fire X2

Fire weapons do increased damage.

Explosives X2

Explosives do increased damage.

No Retreat

You can't surrender and there is no retreat time.

Super Health

Health drops are cranked up to Max.

Extra Windy

Wind affects almost all weapons.

Falls Hurt X2

Falling a long way will hurt, a lot.

Drops Only

Teams must collect weapons from crates as they start with none.

Damage X2

Everything does twice the damage as normal.

Extra Crates

Crate drops all the time.

Quick Fire

Once a Worm has fired a weapon, it can fire repeatedly within the 15-second turn time.

Slippy Mode

The land will be slippery.

Sticky Mode

Worms don't slide when moving.

1 Health

One shot means one kill.

EDIT TEAM MENU



NAME YOUR TEAM AND WORMS

Highlight a name and press the A Button to cycle through available teams and random Worm names.



SELECT HUMAN / CPU

Choose Human or Computer controlled. You can change the skill level of Computer controlled teams. (1 is easy, 5 is difficult).

SELECT TEAM SPECIAL WEAPON

You are able to select a special weapon, from the list shown, which you take into battle with you.

ALL DONE?

Once your team is added, you can use it in standard Multiplayer games.





OPTIONS

GAME OPTIONS

Highlight the option required and press the A Button to toggle through the available settings.

START HEALTH

This is the starting health of all Worms in the game.

ROUNDS

Select the number of rounds to win, for the team to win the match.

ROUND TIME

This is the time (mins) before the round ends and the Sudden Death period begins.

TURN TIME

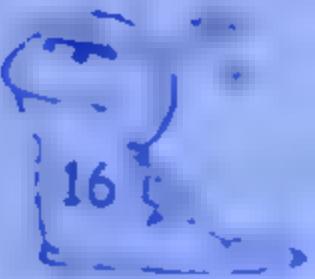
This is the time (secs) you have to make your move on your turn.

WORM RETREAT

The amount of time a player has to retreat after using a weapon.

GAME MUSIC

Toggle the game music on/off.



ROPE RETREAT

The amount of time a player has to retreat after dropping a weapon off a rope.

HOT SEAT TIME

The amount of time a player has to take control in a hot seat game.

DISPLAY ROUND TIME

Toggles round time indicator on/off.

SELECT WORM

This option allows you to select the specific Worm you would like to move next.

WEAPON CRATE DROP FREQUENCY

How frequent weapon crate drops occur.

HEALTH CRATE DROP FREQUENCY

How frequent health crate drops occur.

UTILS CRATE DROP FREQUENCY

How frequent utility crate drops occur.

ARTILLERY MODE ON/OFF

Worms cannot move. All weapons must be thrown or fired.

STOCKPILING / ANTISTOCKPILING / NORMAL

Opt to keep any unused weapons and take them into the next round, or get one set of weapons for the entire game, or keep as normal.

FALLS TAKE DAMAGE

Selects whether a Worm will sustain damage when it falls too far.

DRUMS & MINES

Sets the type and amount of interactive objects that start on the landscape.

MINE FUSE

Sets the time before a mine explodes after being triggered.

MINES CAN BE DUD

If selected, this means that some mines will be dud.

HEALTH PACK VALUE

Selects how much health is contained in health crates.

SUDDEN DEATH ACTION

Selects either Worm health reduced to 1, sudden sinking or Nuke during sudden death.

WATER RISE RATE

Sets how fast the water will rise in sudden death mode.



WEAPON OPTIONS

This allows you to configure various aspects of weapon functionality in-game.



AMMO

Adjusts the amount of each weapon you will be given at the start of a round.

POWER

Adjusts the damage potential of the weapons.

DELAY

Adjusts during which turn the weapon will become available.

WEAPON CRATE SUPPLY

Adjusts how often weapons will appear in weapon crates.

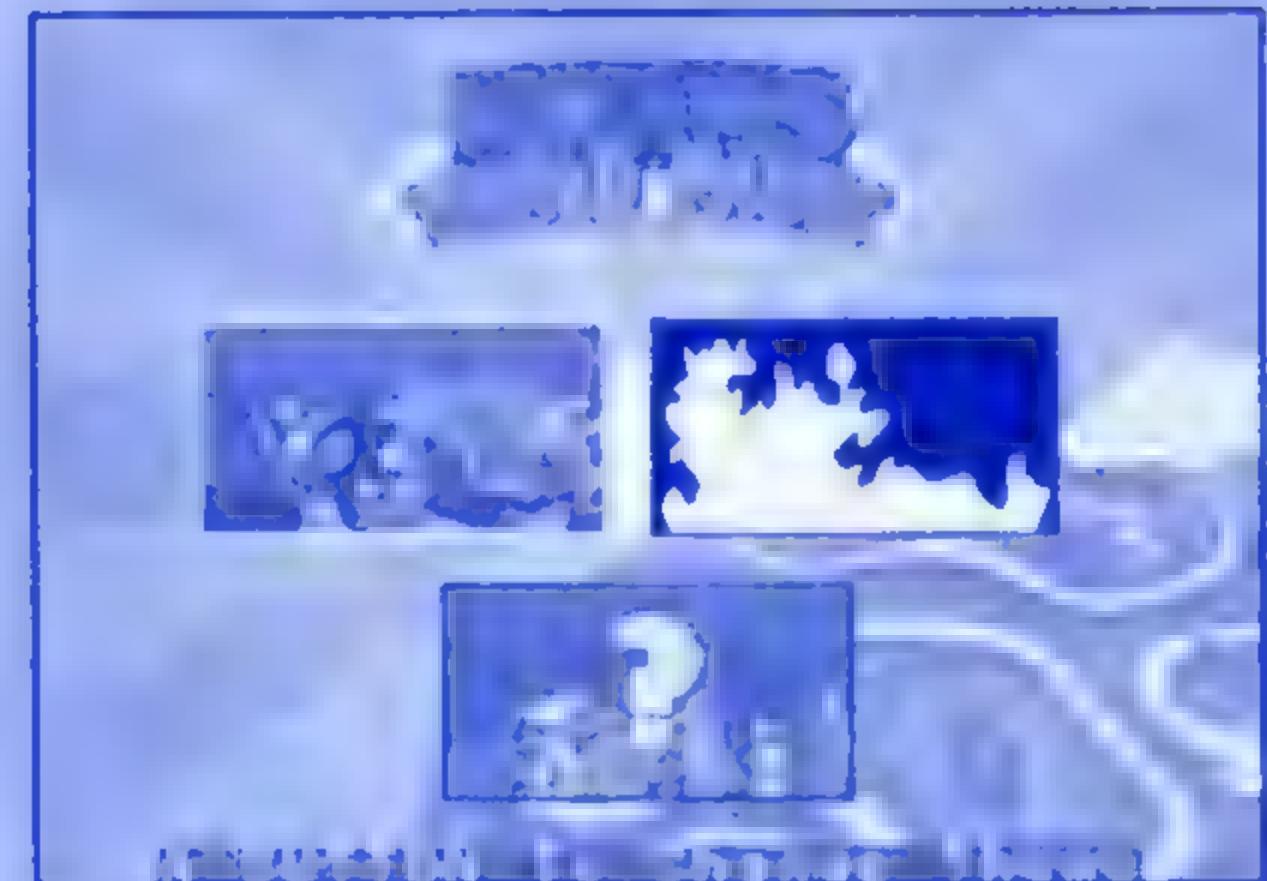




LANDSCAPE OPTIONS

CHANGE THEME

Change the graphical styles the maps can have.



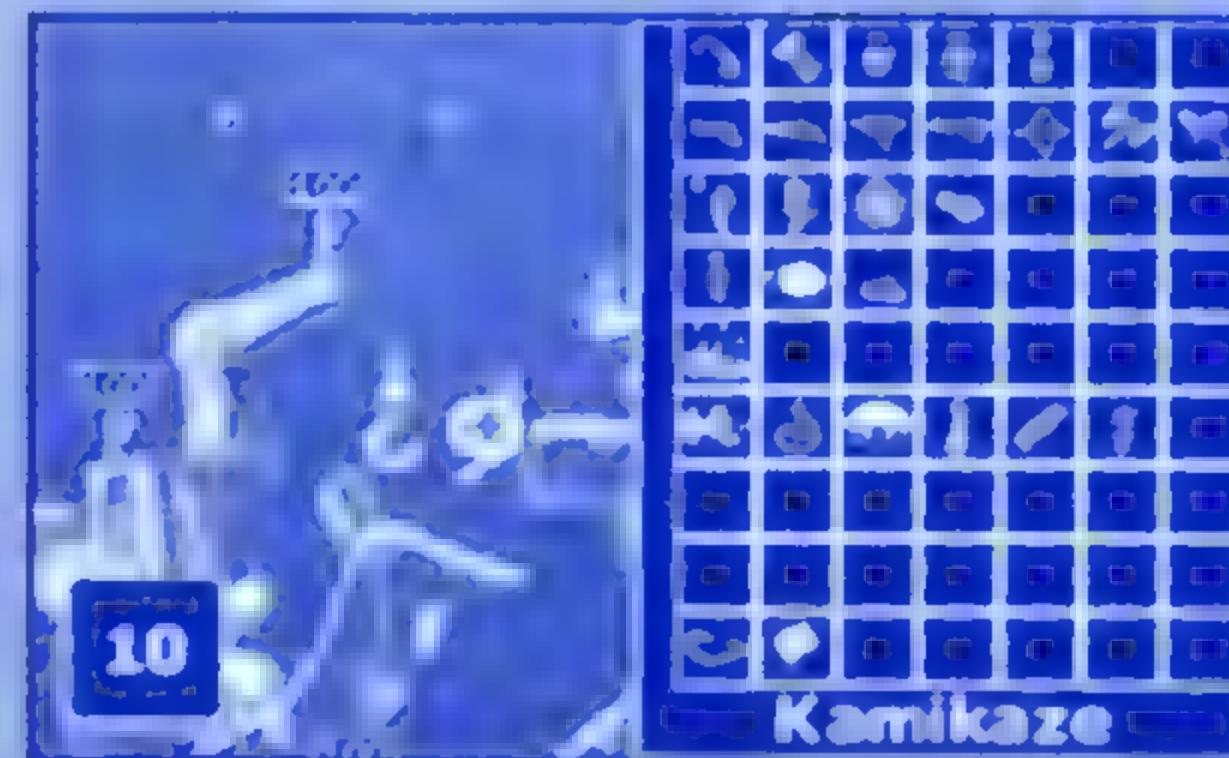
CHANGE LAND

Change the different landscape shapes your level can have.

RANDOM LAND

Turn on/off randomly selected landscapes.

SELECTING YOUR WEAPON



WEAPONS PANEL

During gameplay, press SELECT to access the Weapons Panel. To select a weapon, use the Control Pad to highlight the desired weapon and press the A Button to select it.

Press SELECT again to remove the Weapons Panel.

FUSE / BOUNCE SETTINGS

To adjust the fuse / bounce settings in-game of a grenade-type weapon (ie: Grenade, Cluster Bomb etc.), hold down the L Button and press SELECT to open up the menu and choose the desired option.

ARMAGEDDON

Unleash hell as burning meteors fall from the heavens.

BANANA BOMB

This 'soft fruit of doom' will explode, split, and cause wanton devastation to an area the size of a small island.



BASEBALL BAT

Take your opponent deep to centerfield, literally!

BAZOOKA

A powerful ballistic weapon that is affected by the wind.

BLOW TORCH

Used to dig through the landscape.

BUNGEE

Allows your Worm to safely wander off a steep cliff and drop weapons.

CLUSTER BOMB

The Cluster Bomb is tossed like a grenade and shatters into smaller bombs that explode around the target.

CONCRETE DONKEY

The hoofed weapon is dropped from above, obliterating all beneath it.

DRAGON BALL

This unleashes an energy ball toward the enemy, knocking its victim backwards and off its tail.



DYNAMITE

Drop a stick of Dynamite and watch it go boom!

EARTHQUAKE

Earthquakes do not cause specific energy loss, but the effects from movement can be devastating!

FIRE PUNCH

This powerful punch knocks Worms into the air and also cuts its way through land.

FLAMETHROWER

Set the world ablaze with this weapon. The flames are affected by wind, so use caution.

FREEZE

Encase your Worm in a block of ice to protect it from damage.

GIRDER

Girders have many uses. Experiment to discover its uses. The range of placement is limited to that surrounding your Worm.

GRENADE

Worms standard issue explosive device.

HANDGUN

Worms standard issue sidearm.

HOMING MISSILE

Once primed, the Homing Missile will aim for a specified target.

Move the target cursor with the Control Pad and select a target with the B Button. Use the Control Pad to aim and press/hold the A Button to unleash the missile.

NUKE

This underground test bomb will cause a small earthquake and a tidal wave, causing chaos and poisoning all Worms on the landscape.

KAMIKAZE

Aim your Worm carefully and watch it end its life in martyrdom.

LAND MINE

Proximity mines that detonate if a Worm triggers the fuse.

MAD COWS

If you have more than one, you can release them in a herd by repeatedly pressing the A Button.

MINI GUN

An upgraded machine gun, more powerful than the Uzi.

MORTAR

The Mortar fires at full power and explodes on contact, spreading cluster bomb fragments around the immediate area.

NINJA ROPE

Incredibly useful, ropes can be used to maneuver Worms into otherwise inaccessible areas or across vast distances in the shortest time. You can drop weapons while swinging from the Ninja Rope.

PARACHUTE

Float to safety using this item. Press the A Button to open and close the parachute.

PETROL BOMB

Smash the bottle against a wall and watch the flames drop on an unsuspecting victim.

PNEUMATIC DRILL

Used to either dig through the landscape or dig through opposing Worms.

MING VASE

Drop this like Dynamite and run. After 5 seconds it will explode.



PROD

Nudge a Worm and send it to its doom.

SHEEP

This fluffy friend will run toward the enemy and will detonate upon your command.

SHOTGUN

Your average run-of-the-mill two-shot, double-barrel Darrell.

SKUNK

This smelly cousin of the badger will unleash its poisonous gas on your opponent on your command.

STRIKES: AIR STRIKE/ MINE STRIKE/ CARPET BOMB/ NAPALM STRIKE/ HOMING STRIKE

These weapons call in an aerial missile strike in the target area that you select.

SUICIDE BOMBER

If you can't face it anymore, choose this weapon to go out with a bang.

SUPER BANANA BOMB

The Super Banana bomb has the added bonus of manual detonation. Press the A Button after you have thrown it to detonate.

SUPER SHEEP

The amazing flying Super Sheep! Press the A Button to release, press a second time to unleash its super powers.

TELEPORT

Moving a Worm out of a potentially disastrous starting position is the most popular use for this feature.

UZI

Your basic machine gun.

AXE

Send opposing Worms reeling with one swing of this mighty axe!



CRATES R' US

WEAPON CRATES

These crates usually house more powerful weapons, or hard to find weapons.

HEALTH CRATES

Collect these crates and your Worm receives an energy boost and will be cured from poison.

UTILITY CRATES

There are two types: Collectable types, which can be stored and used at your leisure, and Instant types, which you must use when you collect the crate.

COLLECTABLE UTILITIES

Fast Walk

Worms walk over the land much quicker than before.

Laser Target

A laser sight will be added to the Uzi, Mini-Gun, Handgun, Kamikaze, and Shotgun for your current turn.

Low Gravity

This makes all your shots and movements susceptible to Low Gravity.

Jet Pack

Join the space age and blast off!

Crate Spy

This effect lasts until the end of the round. It allows the team to see the contents of any crates around the landscape.

INSTANT EFFECT UTILITIES

Double Damage

Lasts for just a single turn and delivers double damage to any explosion that occurs.



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Worms World Party™



NOTES



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Contact us over the internet

This is the best way to contact us. Our website is open 24 hours a day 7 days a week and it contains the most up to date Technical Support information available. We update the Support pages on a daily basis so please check here first for solutions to your problems <http://www.ubisoft.com/support>

Contact us by phone

You can also contact us by phone by calling (919) 460-9778. Note that this number is for technical assistance only. No hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your computer and have all of the necessary information listed above at hand.

Be advised that our Technical Support Representatives are available to help you Monday-Friday from 9 am- 9 pm (Eastern Standard Time).

Contact us by standard mail

If all else fails you can write to us at:

Ubi Soft Technical Support
2000 Aerial Center, Suite 110
Morrisville, NC 27560

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All the hints, tricks and cheats for our games are here. If you're under 18 years of age, please have your parents' permission before calling. Note that only touch-tone phones may access this service.

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Within the 90-day warranty period:

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below. If the product was damaged through misuse or accident, or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-day warranty period:

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubi Soft, a brief description of the difficulty you are experiencing including your name, address and phone number to the address below.

Replacement Fees

Our most recent replacement fee schedule is available online. Please visit the support section of <http://www.ubisoft.com> for an updated price list

Warranty Address and Contact Information

Email: replacements@ubisoft.com

Phone: 919-460-9778

Hours: 9am - 9pm (EST), M-F

Address:

Ubi Soft Replacements
2000 Aerial Center Pkwy, Ste 110
Morrisville, NC 27560

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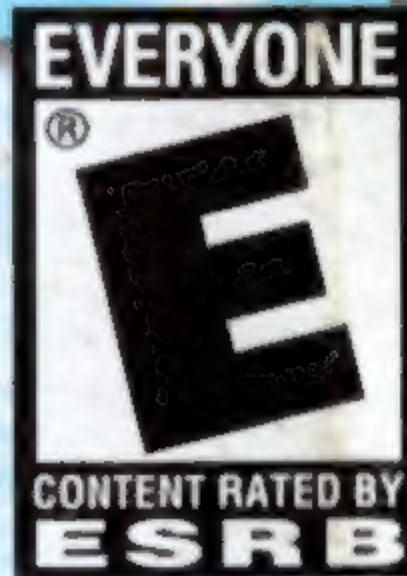


GO GLACIAL WITH ICE AGE™

Join Manny the Mammoth and Sid the Sloth in a quest to keep baby Roshan safe from chilling dangers.

Prepare for brain-freezing puzzles, ice-cold enemies, and an avalanche of fun in this supercool adventure!

SEE THE MOVIE – PLAY THE GAME



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